

TITLE 65 STATE LOTTERY COMMISSION

Emergency Rule
LSA Document #10-715(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 0016. Effective November 12, 2010.

SECTION 1. The name of the pull-tab game number 0016 is "Lucky Blackjack".

SECTION 2. Tickets in pull-tab game number 0016 shall sell for twenty-five cents (\$0.25) per ticket, unless otherwise adjusted by temporary price reductions or other promotional activities conducted or authorized by the commission.

SECTION 3. (a) Each ticket in pull-tab game number 0016 shall contain a total of nine (9) play symbols arranged in a matrix of three (3) rows and three (3) columns. Each row shall be covered with a tab.

(b) Each play symbol includes a caption that corresponds with and verifies the play symbol as follows:

WINNING play symbols:





NONWINNING play symbols:



(c) Each play symbol includes a caption that corresponds with and verifies the play symbol. If a question arises as to the play symbol, the play symbol caption will be used for final clarification.

SECTION 4. A prize winner in the pull-tab game number 0016 is determined by opening the three (3) tabs located on the back of the pull-tab ticket. Follow the blue arrows to match symbols in any vertical, horizontal, or diagonal row as follows to win the designated prize:

(1) Match two (2) "  " (LUCKY 21) symbols and one (1) "  " (CLOVER) symbol, and the

ticket may be redeemed for a prize of fifty dollars (\$50).

(2) Match two (2) "  " (LUCKY 21) symbols and one (1) "  " (HORSESHOE) symbol,

and the ticket may be redeemed for a prize of twenty-one dollars (\$21).

(3) Match two (2) "  " (LUCKY 21) symbols and one (1) "  " (KEY) symbol, and the

ticket may be redeemed for a prize of one dollar (\$1).

(4) Match two (2) "  " (LUCKY 21) symbols and one (1) "  " (RABBITS FOOT) symbol,

and the ticket may be redeemed for a prize of twenty-five cents (\$0.25).

SECTION 5. (a) The possible winning prize combinations are as follows:

Hoosier Lottery - Prize Structure 0016 - Lucky Blackjack

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| * Total Ticket Quantity | Ticket Price | Gross Sales | Prize Payout Dollars | Prize Payout Percentage | Overall Game Prize Payout Percentage |
|-------------------------|---------------|-------------|----------------------|-------------------------|--------------------------------------|
| 1,008,000 | \$0.25 | \$252,000 | \$161,250 | 63.99% | 63.99% |

| Get: | Prize Winner | Odds of Winning 1 in: ** | Winners in 672 (Per pack) | Prize Payout (Per Pack) | Winners in 1,500 Packs | Prize Payout Per Game | Percent of Prize Payout *** |
|---------------------------------|----------------|-----------------------------|--|----------------------------|-------------------------------------|--------------------------|-----------------------------------|
| 2 - Lucky 21 + 1 - Clover | \$50.00 | 672.00 | 1 | \$50.00 | 1,500 | \$75,000 | 46.51% |
| 2 - Lucky 21 + 1 - Horseshoe | \$21.00 | 672.00 | 1 | \$21.00 | 1,500 | \$31,500 | 19.53% |
| 2 - Lucky 21 + 1 - Key | \$1.00 | 56.00 | 12 | \$12.00 | 18,000 | \$18,000 | 11.16% |
| 2 - Lucky 21 + 1 - Rabbits Foot | \$0.25 | 6.86 | 98 | \$24.50 | 147,000 | \$36,750 | 22.79% |
| | Total | 6.00 | 112 | \$107.50 | 168,000 | \$161,250 | 100.00% |

* Ordered quantity is 1,000,000

** Each pack will use this distribution.

*** Numbers are rounded.

Total value of all prizes*: \$161,250

Overall odds: 1 in 6.00

Approximate print quantity: 1,008,000 (+/-5%)

(b) The actual quantity of tickets will vary from the approximate print quantity of tickets within a range of minus five percent (-5%) to plus five percent (+5%). The actual number of prizes and the odds for each prize amount will vary depending on the actual quantity of the tickets.

(c) If the print quantity is changed during production of this game or due to subsequent reorders of the game, the ratio of prizes and total value of all prizes to the print quantity will be proportionately maintained so that the overall odds and prize payout percentage will approximate the values provided in subsection (a).

SECTION 6. This document expires sixty (60) days after the last claim date in pull-tab game 016.

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